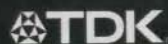


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UFC

ULTIMATE FIGHTING CHAMPIONSHIP™

TAPOUT 2



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XBOX

UFC

ULTIMATE FIGHTING CHAMPIONSHIP™

TAPOUT 2

REAL FIGHTERS. REAL FIGHTING

SAFETY INFORMATION

About Photosensitive Seizures

A very small percentage of people may experience a seizure when exposed to certain visual images, including flashing lights or patterns that may appear in video games. Even people who have no history of seizures or epilepsy may have an undiagnosed condition that can cause these "photosensitive epileptic seizures" while watching video games. These seizures may have a variety of symptoms, including lightheadedness, altered vision, eye or face twitching, jerking or shaking of arms or legs, disorientation, confusion, or momentary loss of awareness. Seizures may also cause loss of consciousness or convulsions that can lead to injury from falling down or striking nearby objects. Immediately stop playing and consult a doctor if you experience any of these symptoms. Parents should watch for or ask their children about the above symptoms—children and teenagers are more likely than adults to experience these seizures. The risk of photosensitive epileptic seizures may be reduced by sitting farther from the television screen, using a smaller television screen, playing in a well-lit room, and not playing when you are drowsy or fatigued. If you or any of your relatives have a history of seizures or epilepsy, consult a doctor before playing.

Other Important Health and Safety Information

The Xbox Instruction Manual contains important health and safety information that you should read and understand before using this software.

Avoid Damage to Your Television

Do not use with certain televisions. Some televisions, especially front- or rear-projection types, can be damaged if any video games, including Xbox games, are played on them. Static images presented during the normal course of game play may "burn in" to the screen, causing a permanent shadow of the static image to appear at all times, even when video games are not being played. Similar damage may occur from static images created when placing a video game on hold or pause. Consult your television owner's manual to determine if video games can be played safely on your set. If you are unable to find this information in the owner's manual, contact your television dealer or the manufacturer to determine if video games can be played safely on your set. Unauthorized copying, reverse engineering, transmission, public performance, rental, pay for play, or circumvention of copy protection is strictly prohibited.

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USING THE XBOX VIDEO GAME SYSTEM



USING THE XBOX VIDEO GAME SYSTEM

1. SET UP YOUR XBOX™ VIDEO GAME SYSTEM BY FOLLOWING THE INSTRUCTIONS IN THE XBOX INSTRUCTION MANUAL.
2. PRESS THE POWER BUTTON AND THE STATUS INDICATOR LIGHT WILL LIGHT UP.
3. PRESS THE EJECT BUTTON AND THE DISC TRAY WILL OPEN.
4. PLACE THE UFC: TAPOUT 2 DISC ON THE DISC TRAY WITH THE LABEL FACING UP AND CLOSE THE DISC TRAY.
5. FOLLOW THE ON-SCREEN INSTRUCTIONS AND REFER TO THIS MANUAL FOR MORE INFORMATION ABOUT PLAYING UFC: TAPOUT 2.

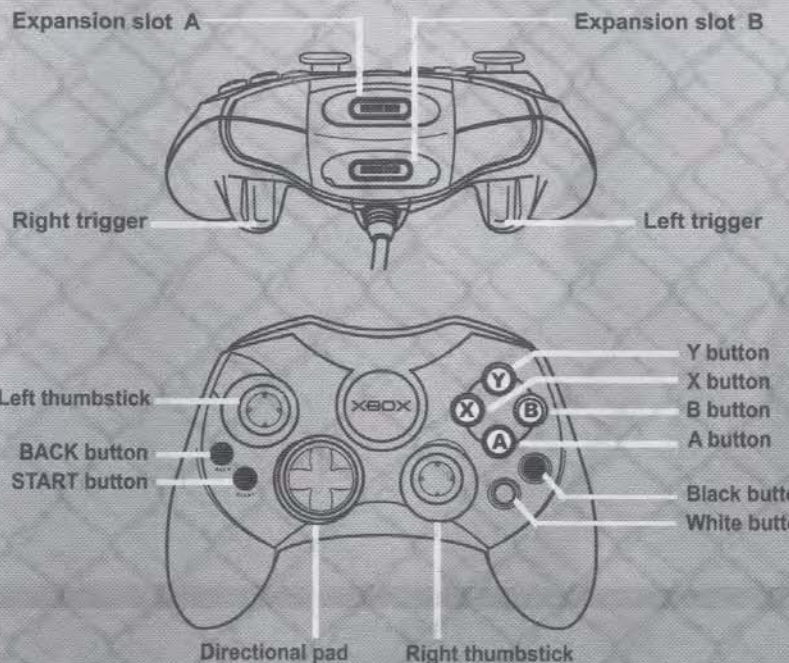
AVOIDING DAMAGE TO DISCS OR THE DISC DRIVE

TO AVOID DAMAGE TO DISCS OR THE DISC DRIVE:

- INSERT ONLY XBOX-COMPATIBLE DISCS INTO THE DISC DRIVE.
- NEVER USE ODDLY SHAPED DISCS, SUCH AS STAR-SHAPED OR HEART-SHAPED DISCS.
- DO NOT LEAVE A DISC IN THE XBOX CONSOLE FOR EXTENDED PERIODS WHEN NOT IN USE.
- DO NOT MOVE THE XBOX CONSOLE WHILE THE POWER IS ON AND A DISC IS INSERTED.
- DO NOT APPLY LABELS, STICKERS, OR OTHER FOREIGN OBJECTS TO DISCS.

USING THE XBOX CONTROLLER

1. CONNECT THE XBOX CONTROLLER TO ANY CONTROLLER PORT ON THE FRONT OF THE XBOX CONSOLE. FOR MULTIPLE PLAYERS, CONNECT ADDITIONAL CONTROLLERS TO AVAILABLE CONTROLLER PORTS.
2. INSERT ANY EXPANSION DEVICES (FOR EXAMPLE, XBOX MEMORY UNITS) INTO CONTROLLER EXPANSION SLOTS AS APPROPRIATE.
3. FOLLOW THE ON-SCREEN INSTRUCTIONS AND REFER TO THIS MANUAL FOR MORE INFORMATION ABOUT USING THE XBOX CONTROLLER TO PLAY UFC: TAPOUT 2.



WHAT IS THE UFC?

THE ULTIMATE FIGHTING CHAMPIONSHIP (UFC) IS A SPORTING EVENT THAT BRINGS TOGETHER THE WORLD'S MOST TALENTED MIXED MARTIAL ARTISTS. THE UFC WAS CREATED IN 1993 AS A MADE FOR PAY-PER-VIEW SPECTACLE TO GARNER WORLDWIDE ATTENTION. THERE NEVER WAS A PLAN TO PROCEED BEYOND ONE OR TWO SHOWS. THE IDEA WAS TO BRING TOGETHER CHAMPIONS OF VARIOUS MARTIAL ARTS AND OLYMPIC SPORTS, SUCH AS KARATE, JIU-JITSU, BOXING, KICKBOXING, WRESTLING, SUMO AND OTHER DISCIPLINES TO DETERMINE WHICH STYLE WOULD BE MOST SUCCESSFUL IN A TOURNAMENT. INTERNATIONAL SUPPORT FOR THE EVENT WAS ENORMOUS. WHAT BEGAN AS A MERE SPECTACLE WAS TRANSFORMED INTO ONE OF THE WORLD'S MOST ENTERTAINING SPORTING EVENTS. OVER THE COURSE OF ITS EIGHT-YEAR EXISTENCE AND MORE THAN 35 EVENTS, THE UFC HAS BECOME THE PREMIER MIXED MARTIAL ARTS EVENT IN THE WORLD, FEATURING COMPETITORS OF MULTIPLE DISCIPLINES IN A QUEST TO BECOME AN ULTIMATE FIGHTING CHAMPION.

THE GAME

UFC: TAPOUT 2 IS A REALISTIC FIGHTING GAME THAT PLACES THE PLAYER IN THE OCTAGON TO COMPETE IN MIXED MARTIAL ARTS (MMA) COMPETITION. THIS IS NOT YOUR AVERAGE FIGHTING GAME. THERE IS NO MAGIC. NO FIREBALLS. NO WEAPONS. NO TWENTY-HIT COMBOS. THERE IS ONLY A SOLITARY FIGHTER AND HIS OPPONENT, INSIDE A CAGE, FIGHTING TO DETERMINE WHO WILL BE VICTORIOUS.

REAL FIGHTERS. REAL FIGHTING.

POSITIONS

MIXED MARTIAL ARTS EMPLOYS A NUMBER OF DIFFERENT POSITIONS FROM WHICH THE FIGHTER MAY DELIVER ATTACKS, OR ATTEMPT SUBMISSIONS TO MAKE THE OTHER FIGHTER TAPOUT. UFC: TAPOUT 2 SHOWCASES FIVE OF THE BASIC POSITIONS: THE STANDING POSITION AND FOUR GROUND POSITIONS (AND THEIR UPPER AND LOWER POSITIONS). EACH POSITION OFFERS A VARIETY OF ADVANTAGES AND DISADVANTAGES TO A FIGHTER. WHICH POSITION A PARTICULAR FIGHTER IS MOST EFFECTIVE IN IS HIGHLY DEPENDENT ON HIS TRAINING AND STYLE (A FEW ADVANTAGES AND DISADVANTAGES ARE OFFERED BELOW FOR REFERENCE). THESE POSITIONS ARE CHARACTERIZED AS FOLLOWS:

STANDING - BOTH FIGHTERS ARE STANDING. FROM THIS POSITION, A VARIETY OF STRIKES CAN BE LAUNCHED OR A FIGHTER MAY CHOOSE TO SHOOT IN ON THEIR OPPONENT AND MOVE TO A GUARD OR MOUNT POSITION. BOXERS, KICKBOXERS, AND SIMILAR STRIKING ARTISTS DO THEIR BEST WORK HERE.

ADVANTAGE: ABLE TO AVOID SUBMISSION ATTEMPTS AND FORCE A COMPETITION OF STRIKES. BLOCKING CAN BE VERY EFFECTIVE.

DISADVANTAGE: UNABLE TO UTILIZE SUBMISSIONS. CHARACTERS ARE MORE OPEN TO STRIKES AND DAMAGE.

THE GUARD - THE GUARD POSITION IS CHARACTERIZED BY THE FIGHTER ON THE BOTTOM HAVING HIS LEGS AROUND THE WAIST OF THE FIGHTER IN THE TOP POSITION. THE CLOSED VARIATION OF THIS POSITION MEANS THAT BOTH LEGS ARE COMPLETELY EXTENDED BEYOND THE WAIST, OFTEN LOCKED TOGETHER USING THE ANKLES BEHIND THE TOP FIGHTER SO THAT HE CANNOT MOVE TO THE FULL MOUNT (SEE BELOW). THE LOWER POSITION IS VERY POPULAR FOR JIU-JITSU PRACTITIONERS, PARTICULARLY BRAZILIAN JIU-JITSU, SINCE IT ALLOWS FOR A VARIETY OF SUBMISSIONS INCLUDING TRIANGLE CHOKES AND ARMBARS.

LOWER

ADVANTAGE: ABLE TO ATTEMPT SUBMISSIONS IF TRAINED IN SUCH. THE POSITION IS STRATEGIC SINCE IT ALLOWS FOR A QUICKER ESCAPE TO STANDING AS WELL AS PREVENTING A FULL MOUNT. JIU-JITSU FIGHTERS ARE OFTEN ABLE TO DELIVER DAMAGING KIDNEY SHOTS USING HEEL KICKS.

DISADVANTAGE: BLOCKING DOES NOT PREVENT 100% OF DAMAGE. MOST FIGHTERS HOWEVER ARE UNABLE TO THROW STRONG STRIKES.



UPPER

ADVANTAGE: STRIKES ARE EFFECTIVE. CAN ATTEMPT SUBMISSIONS OR ATTEMPT TO PASS GUARD AND ENTER FULL MOUNT.

DISADVANTAGE: DIFFICULT TO MOVE TO A STANDING POSITION QUICKLY. LIMITED SUBMISSIONS AVAILABLE.

THE FULL MOUNT

THIS POSITION IS CHARACTERIZED BY THE ABOVE FIGHTER COMPLETELY STRADDLING THE LOWER FIGHTER'S BODY ABOVE OR AROUND THE WAIST. FROM THIS POSITION, THE DOMINANT FIGHTER MAY SIT UP TO DELIVER A VARIETY OF DEVASTATING STRIKES TO THE LOWER FIGHTER. THE UPPER POSITION IS THE FAVORED POSITION OF "GROUND AND POUND" STYLISTS.

LOWER

ADVANTAGE: VERY FEW. ALTHOUGH SOME FIGHTERS MAY BE ABLE TO ATTEMPT A SUBMISSION IF PROPERLY TRAINED.

DISADVANTAGE: HIGHLY SUSCEPTIBLE TO DAMAGE WHETHER BLOCKING OR NOT. OPEN FOR A WIDE RANGE OF SUBMISSIONS. DIFFICULT TO ESCAPE FROM GROUND POSITIONING.

UPPER

ADVANTAGE: STRIKES ARE VERY EFFECTIVE (GROUND AND POUND STRATEGY WORKS WELL FROM THIS POSITION). LARGE VARIETY OF SUBMISSIONS AVAILABLE. EASY TO ESCAPE TO STANDING POSITION OR GET THE OPPONENT INTO A BACKMOUNT.

DISADVANTAGE: NO KICKS AVAILABLE FOR STRATEGIC STRIKING. SUSCEPTIBLE TO SUBMISSIONS FROM GOOD GROUND FIGHTERS.

THE BACK MOUNT - THIS IS THE MOST DOMINATING POSITION IN GRAPPLING. FROM THE UPPER POSITION, THE FIGHTER IS ABLE TO THROW A NUMBER OF STRIKES AND SUBMISSION ATTEMPTS WITH FEW REPERCUSSIONS. THE LOWER POSITION IS SOMETHING THAT EVERY FIGHTER WOULD BE BEST TO AVOID.

LOWER

ADVANTAGE: NEARLY NONE. ALTHOUGH A FEW FIGHTERS MAY BE ABLE TO ATTEMPT SOME SORT OF SUBMISSION IF THE OPPORTUNITY ARISES.

DISADVANTAGE: VERY SUSCEPTIBLE TO DAMAGING STRIKES AND A VAST ARRAY OF SUBMISSIONS. MOST OF THEM ARE VERY DIFFICULT TO ESCAPE FROM.

UPPER

ADVANTAGE: MAY ATTACK OPPONENT FAIRLY FREELY WITH LITTLE CHANCE OF SUBMISSION OR COUNTER ATTACK FROM MOST FIGHTERS.

DISADVANTAGE: DIFFICULT TO GET INTO WITH MOST FIGHTERS. WITH THE BEST GROUND FIGHTERS, THIS CAN STILL BE A DANGEROUS POSITION WHEN DEALING WITH SUBMISSIONS.

THE SIDE MOUNT

TIME AND TIME AGAIN THIS POSITION HAS PROVEN TO BE JUST AS EFFECTIVE AS THE MOUNT AND BACKMOUNT POSITIONS. WHILE THERE ARE NOT MANY SUBMISSIONS AVAILABLE FROM THIS POSITION THE ABILITY TO DELIVER POWERFUL KNEE STRIKES AND MAINTAIN CONTROL OVER THE OPPONENT'S MOVEMENTS FROM THE TOP MAKES THIS A DEVASTATING POSITION TO DEFEND AGAINST. AVOIDING THE BOTTOM SIDEMOUNT AT ALL COSTS IS RECOMMENDED.

LOWER

ADVANTAGE: NEARLY NONE. WHILE IN THIS POSITION THE FIGHTER IS ABLE TO UTILIZE KNEES. REVERSALS AND ESCAPES FROM THIS POSITION WILL RESULT IN THE PLAYER ENTERING THE TOP GUARD POSITION.

DISADVANTAGE: KNEES TO THE RIBS BECOME A DANGER; SUBMISSION ATTEMPTS AND STRIKING ARE ALSO PLENTIFUL AND DIFFICULT TO REVERSE. THERE IS NO MEANS OF ESCAPING TO A STANDING POSITION.

UPPER

ADVANTAGE: ABSOLUTE CONTROL OVER AN OPPONENT'S MOVEMENT AS WELL AS THE ABILITY TO DELIVER DAMAGING KNEES TO THE UPPER BODY OF THE OPPONENT. A NUMBER OF SUBMISSIONS ARE AVAILABLE.

DISADVANTAGE: NEARLY NONE. KNEES AND ELBOW STRIKES ARE A DANGER FROM THIS POSITION, BUT DUE TO THE CONTROLLING NATURE OF THE UPPER SIDEMOUNT THE OPPONENT'S OFFENSIVE ATTEMPTS CAN BE REGULATED.

CONTROLS

EVERY FIGHTER HAS A DIFFERENT SET OF ABILITIES AND MOVES BASED UPON HIS FIGHTING STYLE. SOME FIGHTERS HAVE A VARIETY OF MOVES FROM ALL POSITIONS, WHILE SOME ARE MORE DOMINANT IN ONE POSITION THAN ANOTHER. DUE TO THIS, THIS CONTROL LIST IS MORE OF A GUIDE AND NOT COMPLETELY UNIVERSAL FOR ALL FIGHTERS.

FOR INSTANCE, SOME FIGHTERS WILL HAVE A NUMBER OF SUBMISSION ABILITIES FROM THE LOWER GUARD POSITION, WHILE OTHER FIGHTERS WILL BE VERY LIMITED. WHAT FOLLOWS IS A GENERAL GUIDE TO LEARN THE ABILITIES OF ANY INDIVIDUAL FIGHTER.



STANDING

RIGHT KICK - A

RIGHT PUNCH - B

LEFT KICK - X

LEFT PUNCH - Y

PUNCH COUNTER - B+Y

MIDDLE TO HIGH KICK COUNTER - A+X

SHOOT IN OR ATTEMPT GRAPPLE - X+Y OR A+B

COUNTER GRAPPLE ATTEMPTS - X+Y OR A+B

ESCAPE FROM TAKE DOWN - ROTATE DIRECTIONAL PAD OR LEFT THUMBSTICK REPEATEDLY.

STEP MOVES

FRONT STEP STRIKE OR GRAPPLE - TAP DIRECTIONAL PAD OR LEFT THUMBSTICK TOWARDS OPPONENT AND THEN PERFORM MOVE.

BACK STEP STRIKE OR GRAPPLE - TAP DIRECTIONAL PAD OR LEFT THUMBSTICK AWAY FROM OPPONENT AND THEN PERFORM MOVE.

LEFT STEP STRIKE OR GRAPPLE - TAP DIRECTIONAL PAD OR LEFT THUMBSTICK TOWARDS THE LEFT OF YOUR OPPONENT AND THEN PERFORM MOVE.

RIGHT STEP STRIKE OR GRAPPLE - TAP DIRECTIONAL PAD OR LEFT THUMBSTICK TOWARDS THE RIGHT OF YOUR OPPONENT AND THEN PERFORM MOVE.

GROUND POSITIONS (MOUNT, GUARD & BACKMOUNT)

LEFT PUNCH - X OR Y

RIGHT PUNCH - A OR B

PUNCH COUNTER - B+Y

SUBMISSION (TOP POSITIONS) - X+Y OR A+B

COUNTER SUBMISSION (UPPER BODY) - B+Y

COUNTER SUBMISSION (LOWER BODY) - A+X

POSITION CHANGE (EXCEPT BACKMOUNT TOP) - ROTATE DIRECTIONAL PAD OR LEFT THUMBSTICK REPEATEDLY.

POSITION CHANGE (BACKMOUNT TOP) - A+Y

GROUND POSITION (SIDE MOUNT)

LEFT PUNCH - Y

SUBMISSION (TOP POSITION) - X+Y OR A+B

LEFT KNEE - X

LEFT RIGHT KNEE - A OR B

POSITION CHANGE - ROTATE DIRECTIONAL PAD OR THUMBSTICK REPEATEDLY.

MODES OF PLAY

ARCADE MODE

UPON ENTERING THIS MODE, YOU WILL BE ABLE TO CHOOSE A FIGHTER. YOU WILL THEN FIGHT AN INFINITE SERIES OF OPPONENTS TRYING TO WIN AS MANY MATCHES IN A ROW AS POSSIBLE. RECORDS ARE KEPT OF WHICH FIGHTERS WERE USED AND HOW MANY WINS THEY EACH HAVE.

CHAMPION ROAD

CHAMPION ROAD IS A FIVE-FIGHT BATTLE FOR THE UFC TITLE BELT. WHEN STARTING IN THIS MODE, YOU MUST FIRST CHOOSE THE WEIGHT CLASS IN WHICH YOU WISH TO COMPETE. THE WEIGHT CLASSES ARE DIVIDED AS FOLLOWS:

HEAVYWEIGHT - FOR FIGHTERS THAT WEIGH ABOVE 205 POUNDS.

LIGHT HEAVYWEIGHT - THIS INCLUDES FIGHTERS WEIGHING 185 - 204.9 LBS.

MIDDLEWEIGHT - FIGHTERS RANGE FROM 170 - 184.9 LBS.

WELTERWEIGHT - FOR FIGHTERS THAT WEIGH BETWEEN 155 - 169.9 LBS.

LIGHTWEIGHT - 145 - 154.9 LBS. THESE FIGHTERS ARE IN THE LIGHTEST CLASS OF THE UFC.

YOU WILL BE BROUGHT TO A FIGHTER SELECTION SCREEN IN WHICH YOU ARE ABLE TO CHOOSE AN ACTUAL UFC FIGHTER, OR LOAD ONE OF YOUR CAREER FIGHTERS OF THE APPROPRIATE WEIGHT CLASS. AFTER THAT, THE TOURNAMENT BEGINS. YOU WILL HAVE TO FIGHT A TOTAL OF FIVE FIGHTS. IF YOU WIN THE TOURNAMENT, YOU WILL RECEIVE THE SILVER BELT FOR THAT CHARACTER.

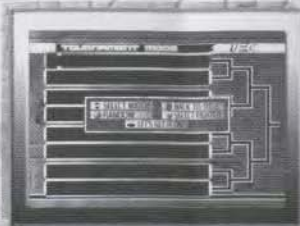
LEGEND MODE

LEGEND MODE LETS YOU DEFEND THE TITLE BELT AGAINST A STRING OF SEVEN CHALLENGERS. ONLY FIGHTERS WHO HAVE COMPLETED CHAMPION ROAD MAY ENTER THIS MODE. LIKE CHAMPION ROAD, YOU MUST FIRST SELECT A WEIGHT CLASS. YOU WILL AGAIN BE BROUGHT TO A FIGHTER SELECTION SCREEN TO CHOOSE AN ACTUAL UFC FIGHTER THAT YOU'VE DEFEATED CHAMPION ROAD WITH.

AFTER SELECTING THE FIGHTER, THE NEW TOURNAMENT BEGINS. YOU WILL HAVE TO FIGHT THROUGH A TOTAL OF SEVEN BOUTS. IF YOU WIN THIS TOURNAMENT, YOU WILL RECEIVE THE GOLD BELT FOR THAT CHARACTER.

Tournament Mode

TOURNAMENT MODE ALLOWS UP TO 8 PLAYERS TO PARTICIPATE IN A UFC MULTI-FIGHT TOURNAMENT. THIS IS BASED UPON THE EIGHT MAN TOURNAMENTS THAT UFC WOULD HOLD EARLY IN ITS HISTORY, ALLOWING YOU TO SELECT EACH FIGHTER AND WHETHER OR NOT THEY ARE PLAYED BY A HUMAN PLAYER OR BY A COMPUTER PLAYER. THE FORMAT DISREGARDS ANY WEIGHT CLASS. THE PLAYER WHO IS ABLE TO WIN ALL 3 FIGHTS WILL BE THE CHAMPION.



Exhibition Mode

THIS IS A SINGLE BOUT BETWEEN TWO FIGHTERS. MATCHES CAN BE FOUGHT BETWEEN ONE PLAYER AND THE COMPUTER, TWO PLAYERS, OR TWO COMPUTER PLAYERS. BETWEEN EACH FIGHT, THE PLAYERS WILL BE ABLE TO SELECT A FIGHTER. THERE ARE NO WEIGHT CLASSES IN THIS MODE, SO ALL FIGHTERS WILL BE AVAILABLE TO THE PLAYER AT ALL TIMES.

Career Mode (Create Fighter)

IN THIS MODE, YOU ARE ABLE TO CREATE A CUSTOMIZED FIGHTER FOR USE IN THE GAME. THERE ARE HUNDREDS OF DIFFERENT COMBINATIONS AVAILABLE TO YOU SO THAT YOU WILL BE ABLE TO CREATE YOURSELF, A FRIEND, OR EVEN ATTEMPT TO RECREATE SOME OF YOUR FAVORITE FIGHTERS OF ALL TIME. AFTER CHOOSING MAKE A NEW FIGHTER FROM THE MAIN MENU, YOU WILL BE PRESENTED WITH THE FOLLOWING OPTIONS:

NAME ENTRY - HERE YOU CAN ENTER THE FIRST AND LAST NAME FOR YOUR FIGHTER.

NICKNAME - HERE YOU CAN CHOOSE FROM OVER 40 DIFFERENT NICKNAMES. THIS IS THE NAME THAT BRUCE BUFFER WILL ANNOUNCE WHEN YOU ENTER INTO THE OCTAGON.

PROFILE - THIS IS WHERE YOU DETERMINE THE VITAL STATISTICS OF YOUR CHARACTER.

- WEIGHT** - CHOOSE A WEIGHT BETWEEN 100 AND 399 LBS.
- HEIGHT** - CHOOSE A HEIGHT BETWEEN 5 AND 7 FEET.
- AGE** - CHOOSE AN AGE BETWEEN 18 AND 50.
- COUNTRY** - CHOOSE THE COUNTRY THAT YOUR FIGHTER IS FROM, RANGING FROM ANGOLA TO VIETNAM.
- HOMETOWN** - ENTER YOUR FIGHTER'S HOMETOWN.
- STRENGTHS** - CHOOSE THREE STRENGTHS THAT REPRESENT YOUR FIGHTER. THERE ARE OVER 80 TO CHOOSE FROM.
- FACE** - THIS WILL DETERMINE YOUR CHARACTER'S FACE, AS WELL AS HIS SKIN COLOR AND HAIR COLOR. THERE ARE OVER 90 DIFFERENT FACES TO CHOOSE FROM, RANGING ACROSS ALL HAIR COLORS, SKIN COLORS, AND FACIAL HAIR.

CLOTHING - THERE ARE 50 DIFFERENT CLOTHING CONFIGURATIONS FOR YOUR FIGHTER. CHOOSE WHICH CONFIGURATION YOU'D LIKE FOR YOUR FIGHTER.

VOICE - CHOOSE ONE OF 8 DIFFERENT VOICES.

MUSIC - CHOOSE FROM 12 STYLES OF MUSIC FOR THE FIGHTER'S ENTRANCE.

STYLE - NOW, IT'S TIME TO CHOOSE YOUR FIGHTER'S DISCIPLINE (OR THE MARTIAL ART THAT HE PREDOMINANTLY PRACTICES). ALL OF THE DISCIPLINES CONTAIN A VARIETY OF STANDING AND GROUND FIGHTING TECHNIQUES, ALTHOUGH SOME STYLES MAY FAVOR ONE OVER THE OTHER. THE DISCIPLINES AVAILABLE ARE:

- JIU JITSU • STREET FIGHTING • WRESTLING • SUMO • SHOOT FIGHTING • PRO WRESTLING
- KICKBOXING • MUAY THAI • KARATE • TAE KWON DO • CAPOEIRA •

FINALLY, AFTER YOU'VE DETERMINED THE PHYSICAL TRAITS OF YOUR CHARACTER, YOU CAN FOCUS ON HIS SKILLS. BE SURE YOUR CHARACTERS LOOK THE WAY YOU'D LIKE THOUGH, BECAUSE YOU WON'T BE ABLE TO CHANGE THEM LATER.

FROM THE CREATED FIGHTER'S MENU, THERE ARE A VARIETY OF CHOICES:

MOVES LIST - THIS SELECTION WILL DISPLAY YOUR FIGHTER'S CURRENT MOVESLIST. EACH MOVE'S BUTTON ASSIGNMENT AND NAME ARE DISPLAYED FOR EVERY POSITION. KNOWING THIS IS A KEY TO VICTORY.

PROFILE - PROFILE DISPLAYS YOUR FIGHTER'S PERSONAL INFORMATION AS WELL AS STATS. THESE STATS ARE:

- **LIFE** - THE AMOUNT OF LIFE THAT YOUR CHARACTER HAS. THIS WILL DETERMINE HOW MANY STRIKES HE CAN TAKE BEFORE HE'S KNOCKED OUT.
- **STAMINA** - THIS DETERMINES HOW QUICKLY YOUR CHARACTER WILL RECOVER HIS STAMINA AFTER THROWING A FLURRY OF STRIKES.
- **PUNCH SKILL** - THE POWER AND INTENSITY OF YOUR CHARACTER'S STRIKES THROWN FROM THE HANDS, ARMS, OR ELBOWS.
- **KICK SKILL** - THE POWER AND INTENSITY OF YOUR CHARACTER'S STRIKES THROWN FROM THE LEGS, FEET, OR KNEES.
- **SPEED** - THE FIGHTER'S MOVEMENT SPEED. THIS INCLUDES THE FIGHTER'S ABILITY TO MOVE AROUND THE OCTAGON AND THE QUICKNESS A PUNCH, KICK, OR GRAPPLE IS PERFORMED.
- **GRAPPLE** - THIS EFFECTS THE SUCCESS RATE OF A FIGHTER'S GRAPPLING ATTEMPTS.

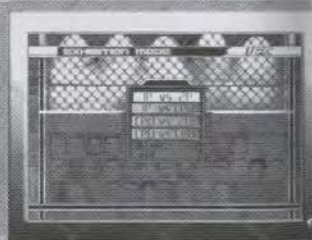
• **SPARRING / TOURNAMENT** - UPON SELECTION OF THE "SPARRING" OPTION YOU WILL BE PRESENTED WITH A LIST OF POTENTIAL SPARRING PARTNERS. EACH OF THESE PARTNERS HAS A CORRESPONDING CHALLENGE AND REWARD. BY ENTERING ANY SPARRING MATCH, THE PLAYER USES ONE WEEK. ONCE FOUR WEEKS HAVE PASSED THE "SPARRING" OPTION ON THE MAIN CAREER MODE MENU WILL CHANGE TO "TOURNAMENT". SUCCESSFULLY COMPLETING A TOURNAMENT WILL ALLOW YOUR FIGHTER TO MOVE TO THE NEXT TIER, MAKING NEW MOVES AND BETTER STATS AVAILABLE. AFTER COMPETING IN THE FIFTH TOURNAMENT, YOU WILL NO LONGER BE ABLE TO LEVEL UP YOUR CHARACTER IN CAREER MODE.

- **LIST** - LIST DISPLAYS YOUR CURRENT TIER'S TOURNAMENT BRACKET.
- **REST** - AS THE FIGHTER'S HEALTH AND STAMINA CARRY OVER FROM FIGHT TO FIGHT WITHIN CAREER MODE, REST BECOMES AN IMPORTANT OPTION. SELECTING REST WILL REPLENISH YOUR FIGHTER'S VITALITY. USING REST, HOWEVER, COSTS ONE WEEK OF TRAINING.
- **SAVE/LOAD** - THIS OPTION WILL TAKE YOU TO THE CAREER MODE SYSTEM SUB-MENU. THE OPTIONS HERE ARE:
 - **SAVE** - ALLOWS YOU TO SAVE A FIGHTER'S PROGRESS TO YOUR XBOX'S HARD DRIVE. PRIOR TO SELECTING THIS OPTION YOUR FIGHTER WILL NOT BE SAVED. MAKE SURE TO USE THIS OPTION OFTEN!
 - **LOAD** - ALLOWS YOU TO LOAD YOUR FIGHTER.
- **BACK TO TITLE** - THIS OPTION TAKES YOU BACK TO THE UFC TITLE SCREEN.

TRAINING MODE

THIS MODE ALLOWS YOU TO LEARN THE DIFFERENT ABILITIES OF YOUR FIGHTER AND DISCOVER HOW TO BEST USE THEM IN THE OCTAGON. WHEN PAUSING THE GAME IN THIS MODE (BY PRESSING THE START BUTTON), THE PLAYER WILL BE PRESENTED WITH A VARIETY OF OPTIONS TO HELP THEM BETTER LEARN THE TYPES OF MOVES THAT ARE AVAILABLE TO THE FIGHTER AND HOW BEST TO UTILIZE THEM.

THE OPTIONS AVAILABLE TO THE PLAYER ARE AS FOLLOWS:



POSITION SET - YOU CAN CHOOSE THE POSITION THAT YOU WISH YOUR CHARACTER TO BE IN. THIS WILL ALLOW YOU TO EXPLORE AND EXPERIMENT WITH THE MOVEMENTS THAT ARE AVAILABLE FOR A PARTICULAR POSITION FOR A FIGHTER. THE POSITIONS AVAILABLE ARE (DESCRIPTIONS FOR THESE POSITIONS CAN BE FOUND UNDER "POSITIONS" IN THIS MANUAL):

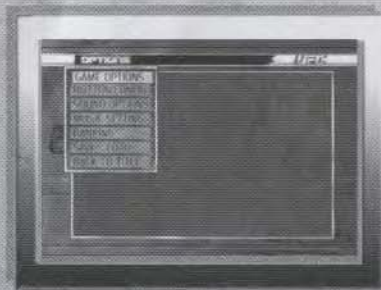
- **STAND** - STANDING POSITION
- **MOUNT-TOP** - FULL MOUNT, TOP POSITION
- **MOUNT-BOTTOM** - FULL MOUNT, BOTTOM POSITION
- **GUARD-TOP** - GUARD, TOP POSITION
- **GUARD-BOTTOM** - GUARD, BOTTOM POSITION
- **B MOUNT-TOP** - BACK MOUNT, TOP POSITION
- **B MOUNT-BOTTOM** - BACK MOUNT, BOTTOM POSITION
- **SIDE MOUNT TOP** - SIDE MOUNT, TOP POSITION
- **SIDE MOUNT BOTTOM** - SIDE MOUNT, BOTTOM POSITION

OPPONENT STATUS - THIS SETS HOW THE OPPONENT WILL ACT WHILE IN THE OCTAGON. THIS ALLOWS THE OPPONENT TO ACT IN A DESIRED WAY SO THAT YOU MAY DEVELOP STRATEGIES FOR CERTAIN ACTIONS.

- FREE** - OPPONENT WILL STAND WITHOUT REACTION TO ALLOW YOU TO THROW A VARIETY OF STRIKES OR ALLOW YOU TO SUCCEED IN PERFORMING ANY SUBMISSION.
- GUARD** - OPPONENT WILL BLOCK ALL STRIKES BUT WILL NOT ATTACK.
- CPU** - OPPONENT WILL ACT AS A NORMAL AI PLAYER (AS FOUND IN THE NORMAL PLAY MODES).
- CPU-ESCAPE** - OPPONENT ACTS AS A NORMAL AI PLAYER, BUT ALSO ATTEMPTS TO ESCAPE FROM EVERY SUBMISSION AND TAKEDOWN ATTEMPT.
- MANUAL** - OPPONENT CONTROL IS PASSED OVER TO A SECOND CONTROLLER, SO THAT YOU MAY HAVE SOMEONE POSITION HIM AS DESIRED.
- COUNTER** - SET TO ON OR OFF. IF ON, THE OPPONENT WILL ATTEMPT TO COUNTER SUBMISSIONS AND TAKEDOWNS.

Display Data - THIS SETTING ALLOWS THE PLAYER TO DECIDE WHAT SORT OF ADDITIONAL DATA WILL BE DISPLAYED ON THE SCREEN FOR THEIR REFERENCE. THE OPTIONS INCLUDED IN THIS SETTING ARE:

- ALL ON** - TURNS ALL DISPLAY DATA ON.
- ATTACK DATA OFF** - TURNS OFF THE DISPLAY THAT SHOWS THE AMOUNT OF DAMAGE DONE BY A PARTICULAR ATTACK
- ENTER BUTTONS OFF** - TURNS OFF THE DISPLAY THAT SHOWS THE EXACT BUTTONS THAT WERE PUSHED DURING THE TRAINING SESSION.
- ALL OFF** - TURNS ALL DATA OFF SO THAT THE DISPLAY IS THE SAME AS IN REGULAR GAMEPLAY.
- RE-CENTER** - RETURNS FIGHTERS TO THEIR STARTING POSITIONS IN THE OCTAGON.
- RECOVER** - RECOVERS ALL HEALTH AND STAMINA FOR BOTH FIGHTERS.
- MOVES LIST** - BRINGS UP THE MOVES LIST DISPLAY.
- FIGHTER SELECT** - THIS ALLOWS YOU TO RETURN TO THE FIGHTER SELECTION SCREEN.
- BACK TO MAIN MENU** - SELECT TO QUIT THIS MODE AND RETURN THE PLAYER TO THE MAIN MENU.



OPTIONS

FROM THE MAIN MENU, THE OPTIONS MENU CAN BE SELECTED. THIS MODE ALLOWS THE PLAYER TO CONFIGURE THE FOLLOWING:

GAME OPTIONS

- GAME DIFFICULTY** - DIFFICULTY CAN BE SET TO THREE DIFFERENT LEVELS: ROOKIE, CONTENDER AND HEAVY.
- ROUND SYSTEM** - ADJUSTS THE NUMBER OF ROUNDS FOR A PARTICULAR FIGHT. (DEFAULT: 3)
- ROUND DURATION** - ADJUST THE LENGTH OF EACH ROUND FOR A PARTICULAR FIGHT. (DEFAULT: 5 MIN.)
- BLOOD EFFECTS** - SELECT THE LEVEL OF THE BLOOD EFFECTS.

BUTTON CONFIGURATION

- SETTING** - ALLOWS YOU TO CUSTOMIZE THE CONTROLS FOR GAMEPLAY.
- DEFAULT** - RESETS ALL CONTROLS TO THE BASIC DEFAULT CONFIGURATION.

SOUND OPTIONS

- MUSIC VOLUME** - ADJUST THE VOLUME OF THE MUSIC.
- SFX VOLUME** - ADJUST THE VOLUME OF THE SOUND EFFECTS.
- AUDIENCE VOLUME** - ADJUST THE VOLUME FOR THE AUDIENCE AND BRUCE BUFFER FIGHTER INTROS.

MUSIC SETTING

- USE HARD DISK MUSIC** - TURN USER-CREATED SOUNDTRACKS ON OR OFF.
- TRACKS** - SELECT THE FIRST TRACK TO BE PLAYED DURING FIGHT.

RANKING - KEEPS TRACK OF CONSECUTIVE WINS IN ARCADE MODE.

SAVE/LOAD

- SAVE** - SAVE CURRENT PROGRESS AND ALL CURRENT SETTINGS.
- LOAD** - LOAD A PREVIOUS SAVE GAME, INCLUDING PREVIOUS SETTINGS.

AUTO SAVE - IF SET TO ON, THE GAME WILL AUTOMATICALLY SAVE THE PLAYER'S PROGRESS AND SETTINGS' CHANGES. IF SET TO OFF, THE PLAYER WILL NEED TO DO ALL SAVING MANUALLY IN THE OPTIONS-SAVE/LOAD MENU.

BACK TO MAIN MENU - EXITS OPTIONS AND RETURNS PLAYER TO THE MAIN MENU.

THE HEAVYWEIGHT DIVISION 205 LBS. OR GREATER



Josh Barnett

"The Baby Faced Assassin"

STYLE: AMC PANKRATION
AGE: 25
HEIGHT: 6'3"
WEIGHT: 245
UFC RECORD: 4-1-0

JAB, STRAIGHT, SNAP PUNCH
• (STANDING) B, B, B

JAB, UPPERCUT, CHOP
• (STANDING) Y, Y, B

LOW DOUBLE LEG TAKEDOWN
• (STANDING) Y+X, Y+X



Pedro Rizzo

"The Rock"

STYLE: RUAS VALE TUDO
AGE: 28
HEIGHT: 6'1"
WEIGHT: 228
UFC RECORD: 7-4-0
KIMURA
• (SHOOT REVERSAL) B+X

THAI CLINCH/PLUM GRAB
• (FORWARD STEP) B+A

HAYMAKER HOOK TO FACE KICK
• (BACK STEP) Y, A



Pete Williams

"El Duro"

STYLE: SUBMISSION FIGHTING
AGE: 27
HEIGHT: 6'3"
WEIGHT: 235
UFC RECORD: 3-5-0

JAB, STRAIGHT, CROSS, KICK
• (STANDING) B, Y, B, X

RIGHT KICK REVERSAL TO KNEEBAR
• (FRONT STEP) X+A

LEFT KICK REVERSAL TO KNEEBAR
• (RIGHT STEP) X+A



Ricco Rodriguez

"Suave"

STYLE: MACHADO BRAZILIAN JIUJITSU/WRESTLING
AGE: 25
HEIGHT: 6'3"
WEIGHT: 255
UFC RECORD: 5-0-0

JAB, STRAIGHT, KNEE
• (STANDING) B, Y, X

FLYING KNEEBAR
• (BACK STEP) X, X+A

MOUNT NECKLOCK
• (RIVAL STUN) B+A

THE LIGHT HEAVYWEIGHT DIVISION 185 - 204.9 LBS.

Chuck Liddell

"The Iceman"

STYLE: KICKBOXING

AGE: 31

HEIGHT: 6'2"

WEIGHT: 199

UFC RECORD: 8-1-0

RIGHT MID-KICK, LEFT PUNCH, RIGHT UPPERCUT,

RIGHT HIGH KICK

• (STANDING) A, Y, B, A

LEFT PUNCH, RIGHT PUNCH, HIGH LEFT KICK

• (STANDING) Y, B, X

KNEE STRIKE, CATCH KNEE STRIKE

• (BACK STEP) X, X+Y



Tito Ortiz

"The Huntington Beach Bad Boy"

STYLE: SUBMISSION FIGHTING

AGE: 26

HEIGHT: 6'2"

WEIGHT: 199

UFC RECORD: 9-2-0

LEFT PUNCH, RIGHT PUNCH, RIGHT KICK,

KNEE STRIKE

• (STANDING) Y, B, A, X

LOW KICK REVERSAL TO MOUNT TOP

• (FRONT STEP) X+A

2 RIGHT PUNCH, 2 LEFT PUNCH

• (STANDING) B, B, Y, Y



Kevin Randleman

"The Monster"

STYLE: FREESTYLE WRESTLING

AGE: 29

HEIGHT: 5'10"

WEIGHT: 199

UFC RECORD: 4-3-0

STRAIGHT, UPPERCUT, HOOK

• (STANDING) Y, B, Y

LEFT LOW KICK, RIGHT HIGH KICK

• (STANDING) X, A

AXE HAMMER STRIKE

• (MOUNT TOP, GUARD TOP) Y+A

Elvis Sinosic

"The King of Rock and Rumble"

STYLE: MACHADO BJJ / MUAY THAI

AGE: 31

HEIGHT: 6'3"

WEIGHT: 204

UFC RECORD: 1-3-0

STRAIGHT, 2 HOOKS, RIGHT MID-KICK

• (STANDING) B, Y, B, A

RIGHT UPPERCUT, LEFT HOOK

• (FRONT STEP) B, Y

TRIANGLE CHOKE

• (BACKMOUNT TOP) B+A



Evan Tanner

STYLE: FREESTYLE

AGE: 30

HEIGHT: 6'0"

WEIGHT: 199

UFC RECORD: 6-1-0

KNEE, KNEE, LEFT UPPERCUT

• (STANDING) X, X, Y

2 LUNGING KNEE STRIKES

• (BACK STEP) A, X

DROP TO GUARD POSITION

• (STANDING) B+A



THE MIDDLEWEIGHT DIVISION 170 - 184.9 LBS.



Eugene Jackson "The Wolf"

STYLE: FREESTYLE

AGE: 34

HEIGHT: 5'10"

WEIGHT: 195

UFC RECORD: 3-4-0

SPRAWL TO HAYMAKER

• (SHOOT REVERSAL) Y+B

JAB, HOOK, HOOK

• (BACK STEP) Y, B, Y

CLINCH, HOOK

• (RIGHT STEP) Y+X

Murilo Bustamante

STYLE: FREESTYLE

AGE: 27

HEIGHT: 5'10"

WEIGHT: 185

UFC RECORD: 3-1-0

JAB, STRAIGHT, CROSS, HOOK

• (STANDING) Y, Y, B, Y

THAI CLINCH/PLUM GRAB

• (LEFT STEP) B+A

TRIANGLE CHOKE

• (RIVAL STUN) B+A



Dave Menne "The Warrior"

STYLE: BRAZILIAN JIU-JITSU

AGE: 28

HEIGHT: 5'10"

WEIGHT: 185

UFC RECORD: 2-2-0

GUARD TAKEDOWN TO TRIANGLE ARMBAR

• (STANDING) Y+A, B+A, B+A

COUNTER KEYLOCK

• (TRIANGLE REVERSED BY SPINNING) B+A

COUNTER ACHILLES TENDON HOLD

• (TRIANGLE REVERSED BY Y+B) B+A



Phil Baroni

STYLE: WRESTLING / BOXING

AGE: 24

HEIGHT: 5'9"

WEIGHT: 184

UFC RECORD: 3-1-0

GATLING BOMB

• (MOUNT TOP) B, Y, B, Y, Y+B

JAB, HOOK, UPPER CROSS

• (STANDING) B, Y, B, Y

HAMMER FIST COMBO

• (GUARD TOP) B, B, B, Y+B

THE WELTERWEIGHT DIVISION 155 - 169.9 LBS.

Shonie Carter

"Mr. International"

STYLE: COMBAT DO JIU-JITSU &
SHIDOKAN KARATE

AGE: 30

HEIGHT: 5'9"

WEIGHT: 169

UFC RECORD: 3-1-0

SPINNING BACK FIST

• (FRONT STEP) B

3 PUNCH POWER COMBO

• (BACK STEP) Y, B, Y

SPINNING LOW LEG KICK

• (LEFT STEP) X



Matt Hughes

STYLE: MILETICH FIGHTING SYSTEMS

AGE: 28

HEIGHT: 5'9"

WEIGHT: 169

UFC RECORD: 5-1-0

RIGHT PUNCH TO SINGLE LEG TAKEDOWN

• (STANDING) B, B+A

RIGHT PUNCH, LEFT PUNCH, TAKEDOWN

• (STANDING) B, Y, Y+X

4 QUICK STRIKES

• (GUARD TOP) Y, B, Y, B

Carlos Newton

"The Ronin"

STYLE: DBZ JIU-JITSU

AGE: 25

HEIGHT: 5'9"

WEIGHT: 169

UFC RECORD: 3-3-0

LEFT STRAIGHT, LEFT HOOK, DELAYED

LEFT MID-KICK

• (STANDING) Y, Y, X

LEFT HOOK, DELAYED RISING KNEE STRIKE

• (FRONT STEP) Y, X

RIGHT STRAIGHT, RIGHT HOOK, LEFT HOOK,

DELAYED LEFT MID-KICK

• (STANDING) B, B, Y, X



THE LIGHTWEIGHT DIVISION 145 - 154.9 LBS.



BJ Penn
"The Prodigy"

STYLE: JIU-JITSU
AGE: 24
HEIGHT: 5'9"
WEIGHT: 154
UFC RECORD: 5-1-0

STRAIGHT PUNCH, RIGHT KICK
• (STANDING) Y, A

FAKE PUNCH, KICK COMBO
• (BACK STEP) Y, B

FLYING ARMBAR
• (FRONT STEP) B+Y

Jens Pulver
"Little Evil"

STYLE: MILETICH FIGHTING SYSTEMS
AGE: 28
HEIGHT: 5'7"
WEIGHT: 150
UFC RECORD: 6-0-1

SPINNING LEFT KICK
• (LEFT STEP) X

HAYMAKER HOOK
• (BACK STEP) Y

MACHINEGUN PUNCH SET
• (MOUNT TOP) B, Y, B, Y, B, Y



Caol Uno
"Uno Shoten"

STYLE: WAJUTSU / WRESTLING
AGE: 26
HEIGHT: 5'7"
WEIGHT: 154
UFC RECORD: 3-2-0

BIG SLEEP
• (BACK STEP) A+X

FLYING KICK
• (BACK STEP) A

SPINNING HIGH KICK
• (RIGHT STEP) X

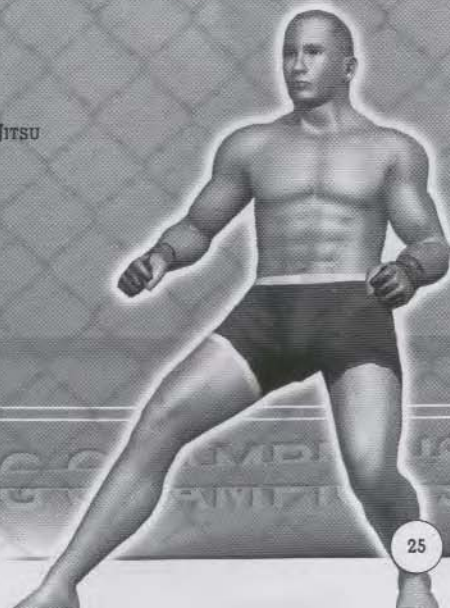
Matt Serra
"The Terror"

STYLE: RENZO GRACIE JIU-JITSU
AGE: 27
HEIGHT: 5'9"
WEIGHT: 169
UFC RECORD: 2-2-0

JAB, CROSS, KICK
• (STANDING) B, Y, X

PUNCH PARRY
• (LEFT STEP) Y+B

O SOTO GARI
• (RIGHT STEP) A+B



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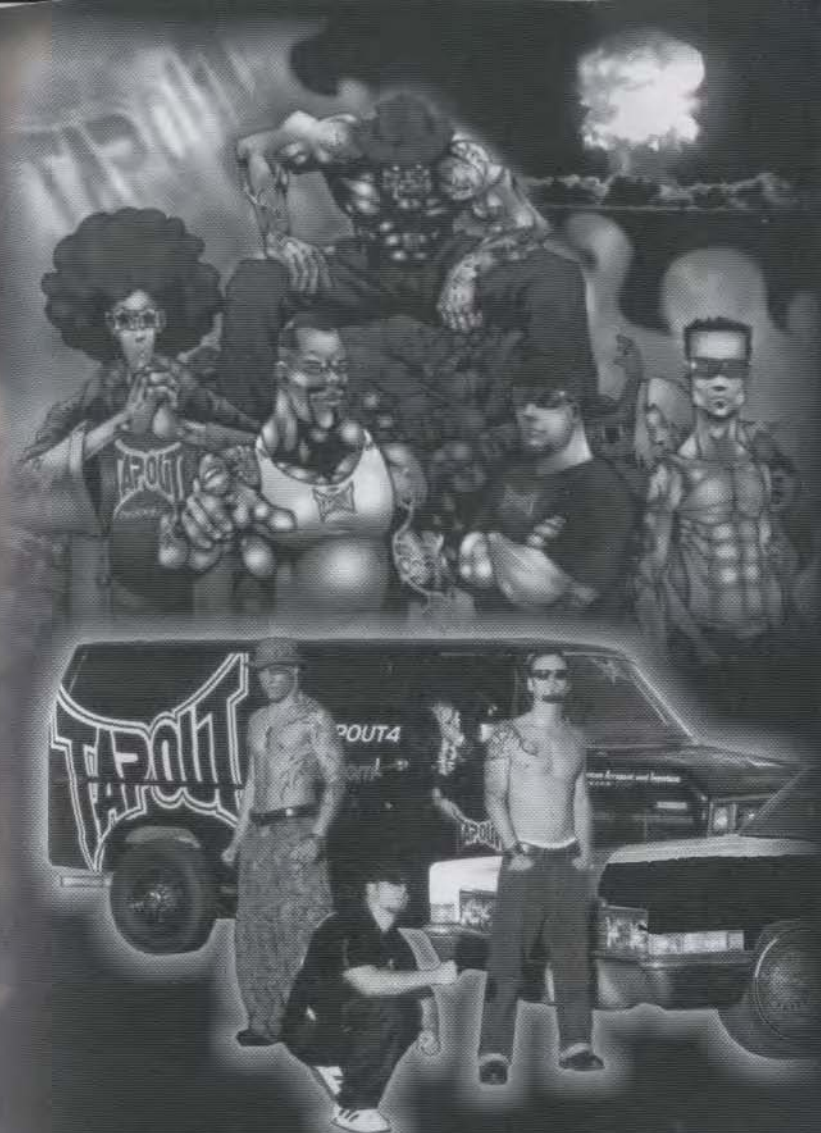
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